



LIBERTY PARKS AND RECREATION DEPARTMENT

Competitive Youth Basketball League Rules

The Liberty Parks and Recreation Department Basketball League will follow the rules as governed by the MSHAA (Missouri State High School Activities Association) except where local league rules differ. In those cases, League rules will prevail.

ROSTERS:

Each team must have an official roster on file with the League Supervisor. Maximum number of players per team is 12. Each player must turn in a signed player contract to the League Supervisor or Gym Supervisor prior to the start of the first game he/she will play in. Players shall be entering the grade of division or younger to participate in that divisions; no one can drop down a division. No person may play in the league who is a member of the Junior or Senior High School basketball team. A player can be on only one team.

ROSTER CHANGE:

Changes may be made prior to the start of each team's 3rd game. No changes may be made after that time. Changes must be submitted to the Parks and Recreation gym supervisor prior to the game so the player is added to the official roster on site. (not to officials).

TEAM RESPONSIBILITIES:

HOME TEAM will be listed first on the schedule and will provide a parent/coach for the scorebook. A timekeeper will be provided by VISITING TEAM. It is the responsibility of each coach to have his team line-up in the scorebook prior to the scheduled starting time. Parents that are volunteering to be timekeeper and keep the scorebook should check in with gym supervisor 10 minutes prior to the start of the game.

FORFEIT TIME:

Game time is forfeit time! Also, any ineligible player (age or playing under assumed name or other factors determined by directors) will cause a team to forfeit a game. It is mandatory for a team to notify the program coordinator if a forfeit is inevitable. Ample time must be given to notify all the teams and officials involved. Some things we can't control, but let's try to do the best we can.

MAKE-UPS:

The schedule will be followed as printed. Any make-ups will be rescheduled at the conclusion of the regular season. In the case of several cancellations due to circumstances beyond the Parks and Recreation Department's control, the Department reserves the right to schedule games as gym space is available.

RESCHEDULING:

No games shall be rescheduled except at the discretion of the League Supervisor.

UNIFORMS:

Each team's players shall wear a Jersey of the same color with a legible, identifying number on either the front or back of the jersey. Numbers on a team cannot be duplicated. Players not in proper uniform will not play. Gym shoes only. Jewelry is prohibited.

BASKETBALLS:

Teams must provide and agree on game ball prior to start of each game. Teams must provide their own basketballs for practices and warm-up balls for games. 7U/8U will use a Junior size (27.5); 9U-12U Boys and Girls Divisions will use regulation Women's size balls (28.5); 13U/14U Boys shall use Official regulation size ball (29.5).

PROTESTS:

No protests will be allowed. Officials' decisions are final. ALL LPR officials will be State Registered High School Officials. Bill Barnes will serve as the Officials' Coordinator through Liberty Sports Officials.

PLAYING TIME:

The game shall be played in two halves of 20 continuous minutes each with five minutes between halves. During the last minute of each half, the clock will stop unless there is a 20 point spread at which time the clock will not stop and start. If a team is 20 or more points ahead with one minute left the clock will keep running. A timekeeper and scorekeeper will be provided by the LPR Department.

TIME OUTS:

Each team will have two time-outs per half and one time-out per overtime period. Time-outs cannot be accumulated. Time will stop on charged time-outs.

OVERTIME:

Overtime will be 2 minutes. The first minute will be running clock and during the final minute of overtime the clock will stop. There will be a one minute sudden death double overtime period. If the game is still tied, the game will be recorded as a tie.

ELIGIBILITY:

Team managers only may question the eligibility of a player dressed in uniform to the League Supervisor prior to the start of either half or during a charged time-out. If it is determined by the League Supervisor that the player is ineligible, that game will be forfeited by the offending team and that player will not be allowed to play in the program.

SUBSTITUTIONS:

Player must report to the scorekeeper and may not enter the game until beckoned by an official.

PRESSING:

If ahead by 20 points you can't press. If ahead by 30 points you can't half-court trap.

SPORTSMANSHIP:

Team members shall exhibit appropriate behavior towards other players, officials and spectators. Unsportsmanlike conduct from team members and/or associates, including spectators, will result in one or more of the following:

- A. Player/Coach/Fan ejection from the game
- B. Player/Coach/Fan ejection from the league
- C. Player/Coach/Fan suspension
- D. Temporary interruption or cancellation of the game
- E. Team ejection from the league

During the game, the officials have the authority to eject players, coaches or spectators. The Parks & Recreation Department has the final authority on determining the duration of the suspension or other penalty. Any player, coach or spectator ejected from a game must leave the gymnasium. Failure to do so may result in the forfeit of game.

AWARDS:

Individual awards will be given for 1st place in each division for winter league.

TIE-BREAKERS:

- A. Head to Head Results
- B. Point Differential in Head to Head (up to 20 point max)
- C. Total Points Allowed
- D. Total Points Scored
- E. Coin Flip